

# COCKTAILS & CANTRIPS

Tonight, the old year dies and the new one is born. Tonight, the magic will run wild and powerful and intoxicating. Tonight, you will seize what should be yours, and you will not be denied...

**Spheres** You are a mage; connected intimately to the forces that shape the world. Choose one sphere you are very good at; it's a d8. Choose one you are very bad at; it's a d4. The rest are d6s.

Sphere	illusion	emotion	destruction	revelation	alteration	permanence
Price	a memory	passion	pain; blood	secret betrayed	visible change	lose vitality

**Spells** Pick one thing you know how to do in each sphere, like "turn into a raven" or "hold the door closed" or "unleash arrows of fire". When you do that thing, your Sphere die is one size larger.

**Power** You have 7 Power. Choose how you restore it; deprivation, gluttony, sex, sacrifice of blood, life, or materials, or something else.

You have three Basic dice; all d6s, all the same color. Whenever you want to do something and success is not a given, roll these.

You have three Special dice, a d8, d6, and d4, each a different color. Assign one to each of the following.

⌘ A Talisman, like a staff, ring, or feather charm. When it helps you focus, add it to the roll. You may set it to 6, but if you do, it is lost to you.

⌘ Two skills, like *average modern human* or *ex-marine sniper* or *owns a successful bakery*.

Finally, you have a Magic die; when you actively use magic on a roll, use the die for the Sphere that best fits the effect you're trying to achieve. When two spheres seem to apply equally, use the right-most Sphere.

When you roll the Magic die, you must assign it.

⌘ When you roll dice, choose a Danger, then assign one die each to Goal, Danger, and Magic.

If you put a 5 or a 6 to Goal, you succeed. On a 3 or 4, it's a partial success; there's a drawback or complication. On a 1 or 2, you fail.

If you put a 5 or a 6 to Danger, you escape unscathed. On a 3 or 4, you choose which option comes true. On a 1 or 2, it's the second.

If you put a 5 or 6 to Magic, it stays in control with no side effects. On a 3 or 4, choose if it stays in control or if there's a side effect. On a 1 or 2, it goes out of control and there's a side effect.

As a mage, you're always at risk of magical catastrophe – even when you're not using magic actively.

When you assign a non-Basic die, include it as part of the narration. Include any lingering details in your narration going forward.

## Power

Spend Power one for one to adjust the die assigned to Magic. If you roll your Magic die, you can also spend Power to adjust your Goal die. When you spend Power on a roll, narrate how you do it, and how it consumes you.

When your Power hits 4 or 2 or 0, pay the price for the Sphere of magic you're using; think about how your hero has changed and add that to your narration.

If you have no Power, you can't actively use Magic – but you can still lose control of it. If you have 0 Power and lose control of your magic, pay a random Price.

You regain one Power for a minor act of replenishment, all your Power for a major one, and all your Power plus a roll of your favorite Magic die for one fueled by strong and true emotion.

Mixing true emotions with magic is dangerous. If your bonus Magic die roll comes up a 1, the magic burns through you – spend all your Power on the next roll you make, losing any extra, and taking all the consequences for each step at once.

## The Rival

*The Rival is a Mage; they want the goal too. They are capable, powerful, and skilled. You know them; they've thwarted you before. When someone gets a Coin, roll to see what the Rival does.*

## The Wildcard

*The Wildcard might be a Mage or not, and they might or might not be on your side. You'll recognize them as trouble. When you put a 6 to Goal, roll for what the Wildcard does.*

## The Goal

*Whatever your goal, it's within your reach tonight. After the last scene, count your Coins; if the Rival has more, discard all but one, otherwise, keep three. Spend one Coin per outcome.*

*you get what you wanted; otherwise, you don't ⌘ someone else does; otherwise, they don't ⌘ the enemy doesn't; otherwise, they do*

**Dangers** Does it malfunction? If not, it's completely broken. ⌘ Does control slip a little? If not, it goes completely out of control. ⌘ Does something physical happen between you? If not, something emotional does. ⌘ Does someone reveal something you wish they hadn't? If not, you do. ⌘ Do you hurt them? If not, they hurt you. ⌘ Does one of your worst qualities (d4s) hinder you? If not, it causes a disaster.

## Scenes

Play seven scenes; the first when you arrive at the party, the last at the stroke of midnight. A scene may take just a few minutes or last hours; time is flexible when mages are involved.

Your hero is here for a reason; roll an Overt Goal. Want motive? Roll a Keyword from the first row; roll a second from any row if needed.

To set a scene, roll a Location and an Objective; roll a d6 on the column for how many scenes you've played so far. If you need a target, roll one, or use one of the actors already in play.

A scene ends when your objective is resolved. If you succeed, take a Coin. If you don't, the Rival takes one instead; start the next scene in a bad position.

*You won't always want to succeed; you won't always like what you have to do.*

## Oracle

When you don't know what will happen next, it matters, decide what you want the answer to be and roll your Magic [Revelation] die. You can spend Power on it.

**5/6** What helps you the most or what you want it to be most.

**3/4** Pick: as 5/6 but there's a Problem OR as 1/2.

**1/2** What helps you least or what you want it to be least.

Problems					
1	fake	3	poisonous	5	temporary
2	noticeable	4	dangerous	6	compromising

*Cocktails & Cantrips* is by Tam H.

Inspired by *The Bureau* ⌘ *Otherkind* (obviously)  
⌘ *and of course, 6 Hours to Midnight*

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*katamoiran rpgs*

Conflict						
1-2	murder	sex	argument	rivalry	journey	slaughter
3-4	torture	blackmail	greed	risk	sacrifice	punishment
5-6	retaliation	growth	execution	ritual	trap	theft

scenes so far			Focus						
2-	3-6	7+	1	2	3	4	5	6	
1-3	-	-	retrieve	rescue	aid	contact	deliver	interrogate	
4-5	3-	-	turn	persuade	barter	take	defend	investigate	
6	4+	-	assist	convince	protect	corrupt	interrupt	return	
-	-	1+	confront	redeem	destroy	engage	sacrifice	restore	

Target						
	1	2	3	4	5	6
1-2	love interest	rival	thief	old friend	ex-lover	lover
3-4	bystander	authority	felon	priest	merchant	barkeep
5-6	wildcard	bully	crush	sage	mentor	teacher

Keywords (Goals)							Overt Goal	
	1	2	3	4	5	6	1	a star sapphire
1	death	revenge	honor	duty	secret	redemption	2	his favorite staff
2	choice	anger	supplies	power	desire	distance	3	a forgotten tome
3	self	ice	lust	dirt	pride	machinery	4	a rare flower
4	love	debt	future	agent	mistake	betrayal	5	a necklace she never takes off
5	fire	air	attack	pain	resist	history	6	a pet; caged, defiant
6	need	flaw	fear	guilt	purity	vice	<i>Choose one that appeals to you.</i>	

Actions			Side Effects	
	Wildcard	Rival	1	pay Power price
1	something impetuous	something unexpected	2	emotion
2	tips your hand	tips their hand	3	light or noise
3	demands answers	manipulates	4	roll one keyword
4	acts as expected	acts boldly	5	roll two keywords
5	rebels against norms	strikes	6	roll a Wildcard act; you do this
6	reveals the unexpected	reveals a secret	<i>Or choose a danger's worst case instead.</i>	

Locations		
1	the master bedroom; the key is here, under guard	the library; something moves in the shadows
2	a deserted balcony; there's another just out of reach	a quiet sitting room; an argument outside
3	the tile roof; it starts to rain, then thunder	the ballroom; an ex-lover sees you across the crowd
4	cornered in the basement; they don't look friendly	the garden; a silent struggle for survival
5	the opulent study; a secret behind one wall	the solarium; a nighttime swim, a secret agenda
6	a disused storeroom; a prisoner, transformed, trapped	a hidden laboratory; machinery fused with magic